

AUDIOCLIPS™



**MICROSOFT®
WINDOWS™ 3.1
COMPATIBLE**

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Before you begin...

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What are AudioClips™?

Sound can be recorded digitally in a process called "sampling," then stored and reproduced later by reversing this process—converting this "sample" data back to sound. If you enjoy the clean, high fidelity sound of CD's, then you have already encountered "digitized" audio. This data can be stored to a computer disk as a file. If your computer is equipped with Windows 3.1, you can actually play back these files directly from your computer, or for even better fidelity, via a sound card like SoundBlaster.

AudioClips™ are the actual audio data, stored as files, that the PC reads and converts into sound. The sounds in this package were recorded from original soundtrack masters and converted into 8-bit samples, which were then saved as data files for playback on the PC speaker or sound card. These digital samples can be used with any program which reads Windows 3.1 .wav files. Within the Windows 3.1 environment, these sounds can even be set to play as you work!

Most of these samples have been converted to the 11k sample rate in order to avoid memory problems. However, some of the music cues and sound effects are at the 22k sample rate in order to attain the best possible fidelity. These sample rates may not be too noticeable if you're using the internal PC speaker, but you'll find them quite dramatic if you have SoundBlaster or another high quality audio card. Digitized audio data can use a lot of memory, so our AudioClips™ are created in short segments of varying lengths. These are perfect for use in entertainment and presentation applications—a fun way to spice up those boring memos!

With the introduction of Windows 3.1 and its emphasis on multimedia, tremendous advances have been made in the standardization of audio file formats, as well as the protocols for using them in Windows applications. Windows 3.1 even has a built-in function for assigning sounds to various keyboard events, as well as an innovative feature called "object linking," which allows you to "embed" sounds into documents and graphics. Since the Windows 3.1 .wav format is used in many new applications, you'll find dozens of ways to use your new AudioClips.™

About Sound Source

The AudioClips™ package is published by Sound Source Unlimited, Inc. Our roots are in the music industry, as the leading developer of state-of-the-art soundware for digital musical instruments. If you are into MIDI, you know the need for alternative sounds and samples for the hottest synthesizers and samplers. With the rapid spread of high quality sound cards for the PC, we felt it was time to use our expertise to bring those same quality alternatives to those in the forefront of the multimedia revolution—even if you're just having fun!

We found some freeware sounds available here and there, but their quality was awful. Frankly, they weren't that entertaining. We also found libraries of miscellaneous sound effects, but their use was limited and, again, they just weren't stimulating.

To us, exciting is the key. And to us, classic TV shows and movies are exciting. Our research indicates that a majority of you agree. So after getting permission from everyone associated with the original TV series and movies we wanted to use as source material, we produced this professional quality library of soundware for PC business and pleasure.

About Whoop It Up!

Whoop It Up! is a valuable utility included free with AudioClips.™ With *Whoop It Up!*, you can:

- Define sound events for any application!
- Attach sounds to system events!
- Attach sounds to MessageBox icons!
- Use the PC speaker, SoundBlaster,™ Pro Audio Spectrum,™ or any WAVE device that Windows 3.1 supports!

You must have Windows 3.1 configured for a WAVE sound device to add a Sound Driver to your system before using *Whoop It Up!*

Installation

To install the AudioClips™ files and the included *Whoop It Up!* application, put the installation disk in drive A:. From Windows Program Manager select File, Run and type **A:SETUP**. Click on OK.

NOTE: If the drive you are installing from is the B: drive, then substitute B: for A: accordingly.

Setup will prompt you for the installation directory. It will create the directory on your specified hard drive and create the program and sound (.wav) files. The basic supplemental sounds will be installed to a subdirectory of your program directory called SOUNDS. Setup will also prompt you to insert additional disks during the process as it needs them.

Setup will create a new program group for *Whoop It Up!* If you wish to have *Whoop It Up!* run each time you run Windows, drag the *Whoop It Up!* icon into your Startup Group. After you have *Whoop It Up!* set up in the Startup Group you can click the "Run Minimized" box under File, Properties and *Whoop It Up!* will be run and minimized to an icon each time you start Windows.

If you wish to use the pre-configured .INI file for *Whoop It Up!*, just copy WHOOP.INI from Installation Disk #1 into your WINDOWS directory. This will pre-assign events to sounds. If you wish to customize your configuration, read on!

This will work only if you use the default installation directory (Whoop). If you change this directory during setup, you will need to assign the events to the desired sounds from within *Whoop It Up!* so that *Whoop It Up!* can create a new .INI file, or you will need to edit the WHOOP.INI file on the setup.disk to reflect the installation directory you specified during setup. You can edit the file with a standard text editor.

Configuring Whoop It Up!

If your system is configured for any Windows 3.1 sound device, such as a SoundBlaster,™ *Whoop It Up!* is ready to go.

If you are using the internal PC speaker, you will still need to install the Microsoft PC speaker driver. (see following section.)

Since *Whoop It Up!* improves upon the sound abilities of Windows 3.1, you should set all the Windows sound events except the Default Beep to **<none>** in the Control Panel Sounds application. If you wish, you may keep the Windows Start and Windows Exit events, but if the other events are configured for sounds you may hear two sounds for some events; one that Windows plays and one that *Whoop It Up!* plays.

Start *Whoop It Up!* by double clicking the *Whoop It Up!* icon in Program Manager. By default, *Whoop It Up!* is configured to start as a minimized icon on your desktop. Double click the icon to bring up the main *Whoop It Up!* window.

Setting up your Sound Driver

The Sound Driver is the module where Windows is configured for a specific sound card or device, even if you are using the internal speaker. If you are already using such a device with Windows 3.1, you may have already installed the appropriate driver. If not, you must do so. Windows 3.1 provides a list of drivers for the most frequently used Sound Devices. If a driver is not included for your sound card, you may need to contact the manufacturer and obtain one. **If you already have the correct driver installed, you do not need to re-install to use your AudioClips.™**

For additional information, refer to Chapter 5, **Control Panel**, page 179 "Installing and Configuring Drivers" in the *Microsoft Windows User's Guide*.

Using the internal PC speaker

If you don't have a sound card, you can still play .wav files, and incorporate them into your Windows applications. Included with your new AudioClips™ is the Microsoft driver for the PC internal speaker that will allow you to enjoy your new sounds without any additional hardware. The PC speaker was never designed to produce more than beeps and clicks, so audio fidelity will vary widely from one computer to another. Under the best of circumstances it won't match the fidelity of dedicated sound cards, but it's adequate and more importantly, tremendous fun for those who don't mind less-than-audiophile quality. Remember, any distortion or imperfections are a function of the PC speaker and internal system noise, not the sound data. These factors can vary considerably between computers. If you purchase a sound card at some later date, you will be able to use the same AudioClips™ and enjoy far superior fidelity.

To install the internal PC speaker driver

(The Microsoft PC speaker driver is very sensitive to available system resources in servicing the CPU-intensive sound generation functions it must perform. It is recommended that you close all applications (except Program Manager) when you install the driver. If necessary, you can "fine tune" the files playback speed after installation.)

1. From the Program Manager "Main" group, open the Control Panel
2. Select "Drivers" (by double-clicking)
3. Select "Add"
4. Select "Unlisted or Updated Driver." A dialog box will prompt you to insert a disk with the driver to be installed. You will need to insert SSU disk #1 into the drive and type in the correct path. For example, if you placed the SSU disk in the B drive, type **B:**

5. Click "OK"—a dialog Window should appear displaying the Microsoft speaker driver, Sound Driver for PC speaker. When you click "OK," an additional window will prompt for settings. It is recommended that you use default values initially. If you want the sounds to be louder, or you need a larger playback buffer for longer sound files, you can change these values later. Also, in order to obtain the best quality sound possible, within the limitations of the PC speaker, it is best to leave the "enable interrupts during playback" inactive, since this steals valuable CPU processing time from the playback process, possibly reducing sound quality.
6. Click "OK" to finish installation.

For additional information, refer to Chapter 5, **Control Panel**, page 181 "Installing a Driver Not Supplied with Windows" in the *Microsoft Windows User's Guide*.

NOTE: Windows will need to be re-started for the new driver to become active.

Using a sound card

With the explosion of interest in multimedia applications for the PC, many add-on cards which feature enhanced sound capabilities have made their way to the market, and enjoyed considerable popularity. These cards allow you to enjoy high quality audio for games, educational programs, music composition, computer-generated speech and annotation, and multimedia presentations.

The most popular is the SoundBlaster card, which currently enjoys the status of a de facto hardware standard, but a number of new cards are being introduced, with rapidly increasing capabilities and sound quality.

To install a particular driver, you need to run the Control Panel and open the Drivers icon. Select "Add." If you are using a SoundBlaster card, you will see the SoundBlaster driver as one of the selections. Select the appropriate driver and install. The installation process may prompt you to insert one of your original Windows 3.1 disks, so it's a good idea to keep them handy.

Assigning sounds to events

You can assign sounds to different system and application events. For example, you can select a sound to play whenever you move or size a window. You can also turn *Whoop It Up!* sounds on or off. The sounds you can assign are stored in files that have the .WAV extension.

NOTE: Whoop It Up! shows sound files that your system can play, either .WAV, .MID or both. If you do not have a sound card installed, you cannot assign sounds. In this case, the lists of events and sounds are dimmed.

To assign sounds to events:

- 1) Choose which event type you wish to configure sounds for by choosing one of the first three pushbuttons.
- 2) In the Events list, select the event that you want to assign a sound to.
- 3) In the Files list, select the sound file you want to use. If you do not want to assign a sound to the event, select **<none>**.
- 4) To hear the sound, choose the Test button or double-click the event or filename.
- 5) To turn *Whoop It Up!* sounds off, select or clear the *Enable Whoop It Up!* check box.
- 6) Your choices are automatically saved as you make them. When you are finished, minimize *Whoop It Up!*

System Events

System events play in any application whenever certain events occur:

Startup *Whoop It Up!* is starting

Shutdown *Whoop It Up!* is ending

Stop Sign Icon A message box is showing the Stop Sign Icon

Occurs when a specific task cannot be accomplished. For example, if you try to save a file to a write-protected disk under certain applications, Windows 3.1 will pop-up a dialog box indicating that the document cannot be accessed. At this point, any sound assigned to the Critical Stop event will play.

Question Icon A message box is showing the Question Icon

Occurs when an application queries the user for a specific input. For example, if you save a file in some Windows 3.1 applications, and the filename you selected exists, Windows will pop-up a dialog box inquiring whether or not you want to replace the existing file. If you have a sound assigned to this event, it will be played here.

Exclamation Icon A message box is showing the Exclamation icon

This may occur when an application gives a definitive result of an operation. For instance, if you perform a search in Microsoft Excel which fails to yield a match, an exclamation dialog box will come on the screen indicating no match has been found. This will trigger any AudioClip™ assigned to the Exclamation event.

Asterisk IconA message box is showing the asterisk icon.

This is an event which occurs in some Windows applications which present dialog boxes with application-specific "cues" or reminders of various operations within the program.

General Protection ErrorA general protection error has occurred in the system

Generic Events

Generic events play when the following application events occur:

StartAn application is starting

ShutdownAn application is ending

MaximizeAn application is maximized

MinimizeAn application is minimized

RestoreA minimized application is restored

UnzoomA maximized application is restored

Move or SizeAn application is moved or resized

If sound events have been defined for a specific application, those events will play for that application instead of the generic events.

Application Events

The application Events feature of *Whoop It Up!* is what really makes it fun. This feature allows you to assign specific sounds to any Windows application. Each application can have its own set of sounds, or you can use the same sounds used by other applications.

Choose the Application pushbutton and select an application from the dialog box. You can then define the following events which will play only for that application.

StartThe application is starting

ShutdownThe application is ending

MaximizeThe application is maximized

MinimizeThe application is minimized

RestoreThe minimized application is restored

UnzoomThe maximized application is restored

Move or SizeThe application is moved or resized

Non-Windows Applications

Whoop It Up! allows custom sounds to be associated with Windows applications only. Non-Windows DOS applications play the generic sounds only. If you run a DOS application full screen only the start and shutdown sounds will play. If you run a DOS application in a window, all of the generic sounds will be played.

Using AudioClips™ as Embedded Objects

These sound files can be embedded or linked into Windows 3.1 documents, using the Object Packager in the Accessories Group. "Embedding" means that you can insert an AudioClip™ (or a .WAV file) into a word processing file, or a card file, or any number for "client" applications which allow embedding. These embedded files appear in the file as a small icon which is clicked with the mouse, causing the sound to play. Quite a novel way to liven up a memo!

To embed an AudioClip™ or .WAV file, run Object Packager (located in the Program Manager Accessories group) and use the File Import command to load the .WAV file you want to embed. Then select **Copy Package** in the **Edit** menu. This copies the file into the Windows clipboard, and links it to the Sound Recorder application. You can then paste the clipboard into a WRITE document, or any "client" Windows application which will allow embedded or linked objects.

For additional information, refer to Chapter 13, **Integrating Your Windows Applications**, page 487, "Moving Information Between Applications" in the *Microsoft Windows User's Guide*.

Editing AudioClips™ with Windows 3.1 Sound Recorder

You can use the Windows 3.1 Sound Recorder in the Accessories Group to load in AudioClips™ and edit them, mix them together, speed them up, slow them down, and perform a variety of interesting operations on them. You may want to experiment and add your own personal touches to your favorite AudioClip.™

For additional information, refer to Chapter 12, **Additional Accessories**, page 474 "Sound Recorder" in the *Microsoft Windows User's Guide*.

Using AudioClips™ with AristoSoft's "Wired For Sound Pro" utility

"Wired For Sound Pro" is a collection of applications and utilities from AristoSoft, Inc. (we'll refer to the package as WFSP for brevity) which adds extra system events to which one is able to assign sounds. Your AudioClips™ can be used with this program, but the sounds must be converted to a format recognizable by WFSP. To do this, the WFSP disk includes a program called "WFS Editor," which will allow you to convert Windows 3.1 .WAV files to the .SND format used by WFSP. Just load the .WAV files in, and re-save as Sounder .SND files. If you are using WFSP with the internal speaker option, you do **not** need to install the Microsoft PC speaker driver included on this disk. If you do install the Microsoft PC speaker driver, there may be some conflicts with the "Wired For Sound PRO" speaker driver.

Using AudioClips™ with Windows 3.1 compatible AfterDark™ Screen Savers

You can use AudioClips™ .WAV files with AfterDark modules simply by placing them in the **ADSOUNDS** subdirectory. These sound files can be played by any AD modules or multi-modules using .WAV files. It is recommended that you use short or intermediate length files for best results, since longer files may cause memory problems.

Troubleshooting

No sound is heard

Check your Control Panel Driver settings to make sure you have installed the appropriate driver. If you don't have a sound card, you must have the internal PC speaker driver installed. If you have a sound card, you must have the driver for that sound card installed.

Windows 3.1 does not allow two devices to play .WAV files at the same time. If two programs try to play a .WAV file at the same time, one may override the other, or you may get a message: "This device is being used by another application. Either interrupt this application or wait until the device is free and then try again." In this case, you may need to close *Whoop It Up!* or de-select the Enable box in the *Whoop It Up!* window while the other device is playing sounds.

Another solution is to use .MID files for sound events. .MID and .WAV files can play at the same time, which eliminates device conflicts. Depending on the sound card in your system you may or may not be able to play .MID files.

No sounds responding to system events

If you assigned sounds to system events in the Control Panel, you must re-start Windows for those assignments to become active. If you don't have a sound card, you must install the internal PC speaker driver provided on AudioClips™ disk #1.

Sounds are unnaturally truncated or cut short.

You may need to allocate more memory in your Control Panel Driver. The default is 3 seconds, which is adequate for most of the files, but you might want to bump it up if you're trying to play back longer .WAV files.

Sounds are too soft

This may occur if you are using the internal speaker driver. Check the volume setting on the driver (in the Control Panel), and set it to maximum if necessary. There is tremendous variation in PC internal speaker quality, and if you have the volume set to the maximum, you may have bumped up against the physical limitations of your speaker. Some PC's have the speaker mounted on the side, in the back, or any number of places which impede the projection of the sound. Another tool you have which comes included in Windows 3.1 is the ability of the **Sound Recorder** accessory to increase the loudness of a sample in increments of 25%. Use this carefully, since this can increase distortion in the sample.

Sound quality is distorted

Again, this is possible when using the internal speaker. The PC speaker was never intended to do much more than beep and click, so it's important to have realistic expectations. Dialogue and short sound effects will probably be much more effective on the PC speaker than music cues or long, complex sounds. If the distortion is really bad, check the configuration of your driver in the Control Panel, and make sure that you haven't enabled interrupts during playback. If the sounds are intelligible, but you yearn for the glorious quality of your new CD player, you are a likely candidate for a sound card.

Sounds played through PC speaker are too fast or slow

The speaker driver is susceptible to changes in System Resources. As system resources change, the speed and pitch at which .WAV files play may change. If this occurs you can adjust the Speed under PC speaker Setup.

Note: if you are having problems making these sounds work with applications other than Whoop it Up, please contact the respective manufacturer. We cannot offer technical support for programs other than Whoop It Up! If you need further assistance with our product, call (805) 494-9996. Since we only licensed Whoop It Up! but did not actually program it, please understand the limited knowledge of our technical support staff, and that we have provided the program as a complimentary accessory to our sounds. We cannot guarantee the performance of Whoop It Up! or its compatibility with other applications, but we will be glad to help in any way we can. Registered Windows users can call Microsoft tech support at (206) 637-7098 or (206) 635-7245

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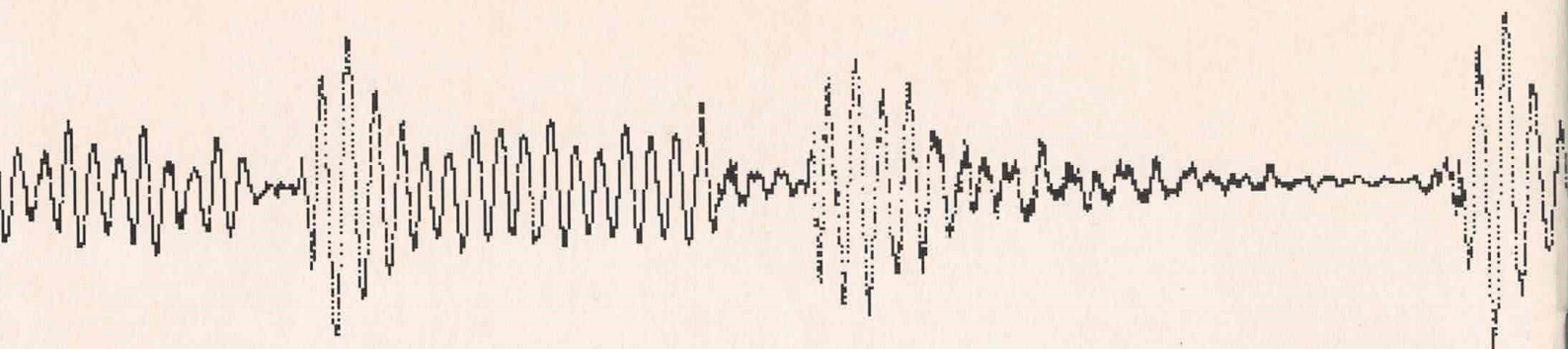
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